

GAME BOY ADVANCE

AGB-BANE USA

VAN HELSING™

INSTRUCTION BOOKLET

VIVENDI
UNIVERSAL
games

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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VAN HELSING

TABLE OF CONTENTS

<i>Getting Started</i>	2	<i>Health and Power Glyphs</i>	11
<i>Controls</i>	3	<i>Health Bars / Meters</i>	12
<i>Introduction</i>	4	<i>Mission Completed Screen</i>	13
<i>Monsters</i>	5	<i>Weapons</i>	14
<i>Gameplay</i>	8	<i>Customer Support</i>	15
<i>Main Menu</i>	9	<i>Credits</i>	16
<i>Pause Menu</i>	10	<i>License Agreement</i>	20

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GETTING STARTED

Insert the *Van Helsing* Game Pak into the Game Boy® Advance and turn on the system. Press START on the title screen to begin the game. The Main Menu will give you three choices: New Game, Password, and Options.



CONTROLS



INTRODUCTION

Deep within the mysterious land of Transylvania, monsters that inhabit man's deepest nightmares take form. One man's destiny—and curse—is to vanquish evil and destroy the lethal and powerful Count Dracula. Descend into the murky depths of the Carpathian Mountains as legendary monster hunter Van Helsing. As Van Helsing, you battle fiendish creatures with a deadly array of weapons, unique abilities, and unparalleled courage.



MONSTERS

The influence of Dracula has spread far across the lands of Transylvania, disturbing the souls of the dead and bending the shapes of beasts into creatures of the night.

FELL SPIRITS

These are the tortured spirits of dead Transylvanians who seek the sweet embrace of flesh with mindless intensity.

GARGOYLES

Gargoyles, flying demons of stone, were created to ward off evil spirits, but the land has twisted the holy blessings bestowed on them. They burst to life, devouring their makers and turning once-holy shrines into nests of evil.

BANSHEES

At a glance, the ethereal banshees are alluring and seemingly harmless, but they can kill with screams of agonizing power.

DWERGI

Germanic trolls, once found wandering in the wilds of Transylvania, have been bent by Dracula's evil will and put to work as his servants. They are small, but their hearts are filled with malice, and their minds are as wicked as their spears.

VAMPIRE BATS

These flying monsters are large enough to drain the blood of a full-grown human. Their massive fangs then make short work of their unfortunate victims.

THE WOLF MAN

The Wolf Man has the speed of a beast, the strength of a giant, and a will dominated by Dracula. His legendary bite is feared above all else, for everyone who is bitten will carry the curse of the werewolf.

DRACULA

Dracula is the ancient enemy of the Valerious family. His fair appearance and civility belie an insatiable thirst for blood, and the evil force that animates him gives him the power to defy gravity, command the elements, and shape shift into a vampire demon. Anna and her ancestors have fought Dracula for generations, but nothing in the known world can harm him.

THE FRANKENSTEIN MONSTER

The Frankenstein Monster is the tortured creation of the late Doctor Frankenstein. Pieced together from corpses on a framework of bone and metal, the Monster is terrifying to behold. Though peaceful by nature, fear drives him to use his rock-crushing strength and monstrous form against those he perceives as enemies.

PLUS MANY MORE!

GAMEPLAY

As Van Helsing, your mission is to slay monsters while minimizing damage to yourself.

Along the way, you will have to solve puzzles, find and collect glyphs, and skirt dangerous obstacles.

Obstacles

Besides hacking, slashing, and killing every monster in sight, Van Helsing overcomes the obstacles he meets on his quest by striking objects with his grappling hook or tojo blades.

MAIN MENU

Use the +Control Pad Up or Down to scroll through the menu. Press the A Button to make your selection.

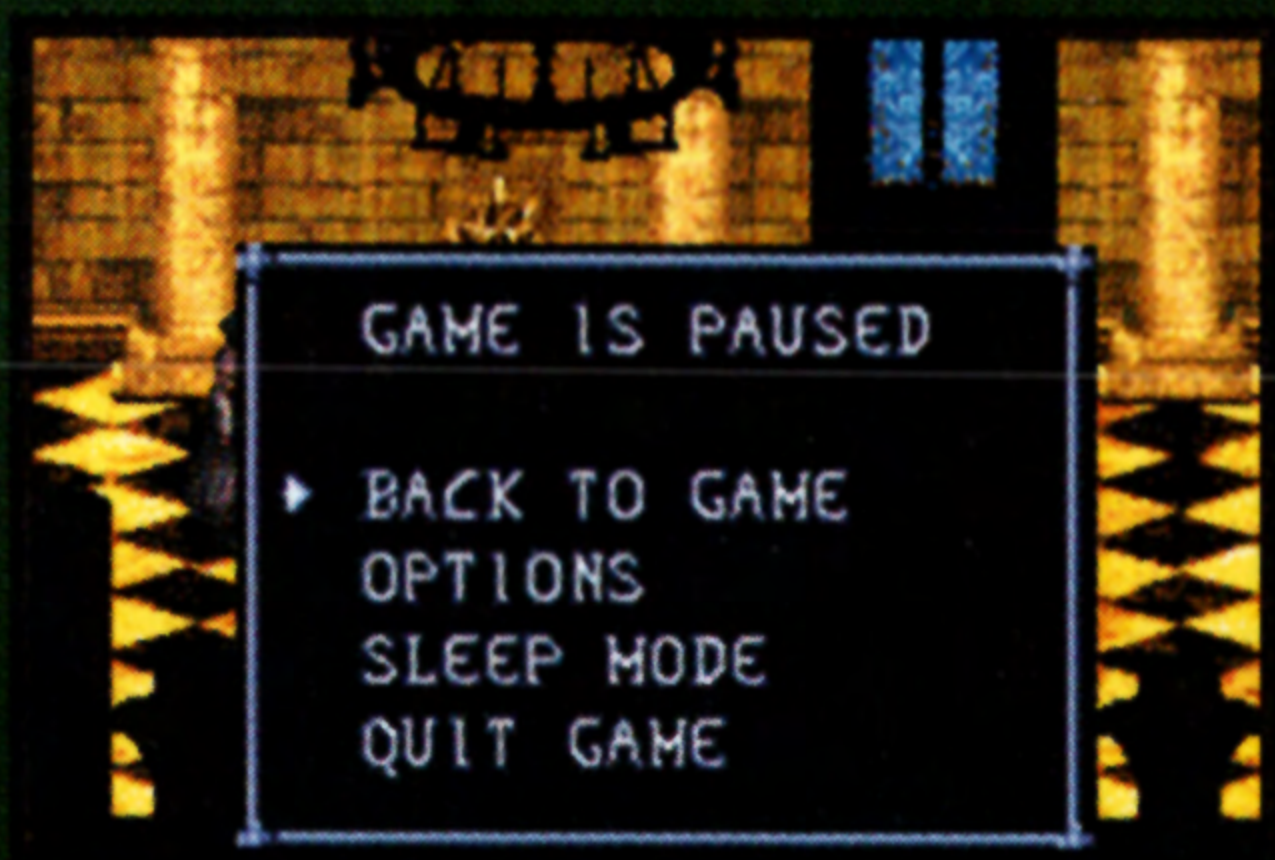


New Game – Begin playing *Van Helsing*

Password – Each time you finish a level, you get a new password to enter the next level.

Options Menu – Toggle Music and Sound FX either ON or OFF.

PAUSE MENU



Press START to access the Pause Menu at any time.
Use the +Control Pad Up or Down to scroll through your choices.

Back to Game – return to the current game in progress



Options – toggle Sound FX and Music either ON or OFF.

Sleep Mode – Pauses the game and darkens the screen

Quit Game – Exit the current game in progress

HEALTH AND POWER GLYPHS



Red Life Glyph

Collect up to 36 total glyphs as you play the game to increase your total life amount. The icon shows four glyphs collected at a time.



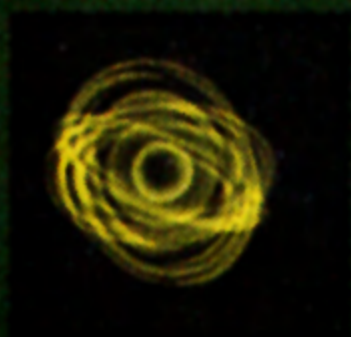
Blue Health Glyph

These restore your health by partially filling your health bar.



Green Power Glyph

Collect 40 of these glyphs to gain an extra life.



Gold Power Glyph

Try to collect as many of these as you can!

HEALTH BARS/METERS

Health bars reflect the damage taken by Van Helsing and his foes. The health bar for Van Helsing appears in the top left corner of the screen, and the health bar for the creatures in the top right corner.

VAN HELSING's Health

CREATURE's Health



MISSION COMPLETED SCREEN

At the end of every mission/level, this screen displays the number of red life glyphs, green power glyphs, and gold reward glyphs you have collected.

MISSION COMPLETED!		
GLYPHS		TOTAL
LIFE	4/4	04
POWER	001	0001
REWARD	001	0001
PASSWORD:		2S5 M12 111

WEAPONS

PISTOLS [A Button]

These accurate six-shooters can be fired while running.



TOJO BLADES [B Button]

Small handheld buzz saws, tojo blades make short work of enemies at close range.



CROSSBOW [A Button]

The crossbow is more powerful than pistols, but it can't be fired on the run.



GRAPPLING HOOK [L Button]

Use the Grappling Hook to move around the different environments and grab hold of enemies.



ELECTRIC GUN [A Button]

The electric gun hurls pulses of electricity at enemies.



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TEEN

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Fantasy Violence

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